

Home Computing WEEKLY

An Aspen Specialist Publication

No. 78
Sept 4-10, 1984

45p

UNIQUE

E1,000-worth of games must be won

Spectrum special:
Two pages of reviews

Plus
Reviews for ZX81,
Commodore 64,
TI-99/4A

GAMES FOR:

Spectrum
Watch out for
low-flying bats
and birds

Atari
Bugs and beetles,
snails and slime

Commodore 64
Two in one
program
bonanza



PLUS
news, your
letters, charts ...



Commodore buy up Amiga

Commodore has bought up the Californian company Amiga, who revealed the prototype of the Loraine, an exciting new personal computer, at the Chicago Consumer Electronics Show in June.

The Loraine's capabilities for desktop use comparisons could even outstrip the G3, at a staggeringly low price — £1000. These are standard features:

- Motorola 68000 micro-processor chip — the same as in the Apple Macintosh.

- 128K of RAM, 64K of ROM, with built-in BASIC and speech software. The BASIC is expected to be very fast and compatible with AppleSoft and features extra graphics.

Continued on page 3

New Acorn micro

It now seems certain that Acorn will be demonstrating its new business machine for the first time at the PCW show, up to be held at Olympia from 19 to 23 September.

Known as the ARM, the Advanced Risc Machine, the company may be well known for its launch, with a machine name. The name will indicate more than one computer, and may even stretch to 11 different combinations.

The ARM will not be going on sale at the show, rather the demo will serve as an exhibition of what Acorn has been working on since the Electron. The ARM is based on the RMC computer, plus second processor combination. It will have the facilities to be upgraded to a graphics system with many thousands of colours.

The most radical change in the new machines is in the display system. The current model in the RMC II will be superseded by a double density monitor. This will not only expand the capacity of the monitor but also allow some of the features which were missing from the 8190 DMS. The new disc format.

Continued on page 3

MOONSWEEPER

2355



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 beat. Try and find you
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 Wally

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Computers send your news and products for review to the editor at the address below. And contact him for competitions and other promotions too

HOME COMPUTING WEEKLY BRITAIN'S BRIGHTEST



PROGRAMS

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No.2

LATEST NEWS

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CHART ACTION

QUICKSILVA TOP 20 JUNE 1984

| NAME | MACHINE | PRICE |
|------------------|--------------|--------|
| 1. Tootsies | — CBM 64 — | £7.95 |
| 2. Fred | — 48K Spec — | £7.95 |
| 3. Art Attack | — 48K Spec — | £5.95 |
| 4. Scoopbox | — CBM 64 — | £7.95 |
| 5. The Droomer | — 48K Spec — | £6.95 |
| 6. Missa-Out | — Electron — | £5.95 |
| 7. Subcrafter | — 48K Spec — | £5.95 |
| 8. Ring-It | — CBM 64 — | £7.95 |
| 9. Napstab | — 48 Spec — | £5.95 |
| 10. Drapenbore | — 48K Spec — | £5.95 |
| 11. Escape | — CBM 64 — | £7.95 |
| 12. Aquadom | — CBM 64 — | £7.95 |
| 13. Galactashier | — BBC B — | £5.95 |
| 14. Galactashier | — Electron — | £5.95 |
| 15. Nelson's Eye | — QMS-Memo — | £5.95 |
| 16. Missa-Out | — QMS-Memo — | £5.95 |
| 17. Elmyris | — CBM 64 — | £3.495 |
| 18. Brain It! | — BBC B — | £3.495 |
| 19. Turnside | — Vc 20 — | £5.95 |
| 20. Quirk Wonder | — CBM 64 — | £7.95 |

These figures

QMS ATOM Nelson's Eye £5.95
GAMES SPECTACULAR Missa-Out £5.95

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during rush hour — an entirely original
game

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spectacular
from
Software
STUDIOS**

GAMES 64
48K Spectrum £3.95
Limited Gold Medal
Medallion edition contains
7 certificates full instructions
and background information

Available also available on
WHISKEY **MODWISKEY** **MODWISKEY**

Amiga

From front page

commands. The RAM can be upgraded to many Megabytes.

- Medium-resolution graphics of 320 x 200 pixels, hi-res graphics of 640 x 200 pixels, with an amazing total of 4096 colours.

- Eight voices, up to 16 in colour mode, with collision detection and display priorities. Frame buffer animation — a feature which enables you to pick up a piece of the screen and move it. Split-screen graphics, each screen window can display different graphic modes, even with fast scrolling.

- Built-in 128K double-sided disc drive

- Built-in X00-based modem

- Expansion to hard disc drive, from cartridge slot

- Four sound channels very impressive music. The speech software uses one channel and the Lorraine talks in male and female voices.

At the CES show Acorn was assuring the trade that the Lorraine would be supplied with a bundle of software, which would include a disc operating system, word processor and spreadsheet.

The Amiga was prepared to be ready for shipment by Christmas. Now that Commodore has taken over, the future of the Lorraine is in their hands. Commodore may release about plans for the Lorraine, but they are now in control of an unproven machine which could be the first of a new generation of success.

Acorn

From front page

will not be compatible with the old one.

It is likely that there will be a quantity of bundled software to go with the new machines, including the View word processor, Worksheet and maybe some business software.

It is not clear which second processor will be available, but the 12844 (formerly 14015) would seem unlikely to fit manufacturers. National Semiconductor are not producing the chip in sufficient quantity.

Even if a 12844 machine is the one used for the demo, it will be a long way from

production, and moreover expensive.

There may be a portable computer among the new machines. This would be an opportunity for Acorn to cut in on the territory of the Commodore 2048.

Also due to make its debut is the PCW show in the long-awaited Disc interface for the Lorraine, to be known as the Plus 2. This will use the new advanced disc flag system and be able to store more 128K on each of its 15 track floppy discs.

The new DFS will allow the Lorraine to go into mode 4, which is fast enough to cope with disc access. This overcomes the problem of slow loading.

Acorn software will also be on show. Acornsoft's "Megagame" files, will be presented. This game represents a considerable amount of work and features 115 animation and ploting trading. It will be the first to eliminate any chance of files being copied before an official launch, no copies of the tape will be available. The game will be demonstrated from video tape.

Dragon lives on

Following the recent demise of Dragon Data, Paul Gracie of Worthing has decided to form the Dragon User Group.

This non-profit making group seeks 120 members to go ahead, and all ideas and offers of help are welcome.

Those interested should contact either Paul Gracie at 8 Newmore Road, Worthing, Sussex, or Neil Sanger at 111 Chesapeake Road, Corby, Northants.

chips for breakfast

Breakfast TV has been wound for some time now, and — thanks to Kellogg's breakfast computers are now on the scene, and will be so for the next few months.

From 2000 is the company's first major back-of-the-pack computer promotion, according to Kellogg's Cereals Sales Director and General Manager Kenneth's ZX Spectrum (48K).

Designed to appeal equally to would-be purchasers, television viewers and dealers without company knowledge, the promotion strategy is a combination to produce the status of a computer of address World records in the year 2000. A total of 100 ZX Spectrum

are offered in prizes. As a bonus, existing owners can obtain a special 10 discount on any three programs bought directly from Kellogg's software catalogue.

Those still to decide the purchase of a home computer can obtain more information from a specially written free introductory booklet prepared for Sinclair and Kellogg by Pan — called "What You Always Wanted to Know About Home Computers But Never Dared Ask".

The promotion finished on November 30.

Sanier Research, 29 Seashore Road, Camberley, Surrey

Pirate games sold at market

Islington Trading Standards officers recently found pirate computer games on sale in the town. Officers seized 39 games and 317 music cassettes from an unlicensed street trader at Nag's Head market, 100 Lower. All the music cassettes were identified as counterfeit, and the majority of the games were also proved to be illegally copied — including Horace and the Spadon, by Price.

It appears that computer company tapes are the first to be found in London, and Martin Green, senior trader Standards Officer.

"This type of counterfeiting will undoubtedly lead to more computer game manufacturers going bankrupt — and purchasers of illegal copies should be made aware of this."

"What's more" he added, the tape used will often be substandard, leading to damage of the recording heads and will in some cases fail to load correctly.

"And the 'Topgusher' may not be accused to provide a refund. We recommend strongly that tapes are only purchased from reputable traders, and not from the 'bure today, just tomorrow' unlicensed street market." Mr Green said.

FAST welcomes software bill

A bill on computer software copyright, introduced in the House of Commons recently by Conservative MP Michael Luntz, has been welcomed by the Federation Against Software Theft.

The bill seeks to amend the 1956 Copyright Act to provide greater control powers and new penalties for copyright infringement of computer programs. It also establishes beyond all doubt that computer programs are protected by copyright law.

Chairman of FAST, Donald Maclean, commented: "This bill highlights precisely the changes in legislation required to counter the growing problem of software piracy."

"The entire computer industry — from the manufacturers to the game software distributors — is united in calling for the sort of change outlined in the bill."

Mr Maclean went on to say, "We are particularly encouraged to know that the Government and many individual MPs fully appreciate the need for legislation now, if tomorrow's software is to be safeguarded."

Federation Against Software Theft, Chancery House, Chancery Lane, London WC2

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Watch out for Wally in a dream of a Program Pyjamarama

AUTOMANIA

CRASH MICRO COMMENTS

Control keys/mouse - On a up/down, C/P, left/right. Max jump. But all importantly be user defined.

joystick 2/30. Keyboard, and aimed any other no-LOCK. Keyboard play: very responsive.

Use of colour - very good. Graphics, especially with excellent animation.

Sound - great tone (continuous) with excellent sound effects - sound may be muted off.

Skills level - 1

Level 2

• Automania has some of the best animation and realistic graphics that I have ever seen. All the graphics are large and colourful and readable to say they exist smoothly.

SOLD GOLD

(Home Computing Weekly)

100%
100%
100%
100%

★★★★★

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You'd have to spend over £3000 to beat our £199 Second Processor.

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But with the addition of the 6502 Second Processor, it becomes the fastest micro in its price range.

(To be fair to the opposition, their £3000+ package includes a disc drive. But a similar BBC Micro set-up with the 6502 Second Processor will cost you less than a third!)

The 6502 greatly expands the Micro's usable memory. Its 64K of RAM combines with the BBC Micro's 32K, for a total of 96K.

It is supplied with its own special version of BBC BASIC, called Hi-BASIC, which allows the maximum amount of this memory to be used for BASIC programs and variables. Other languages allow some or all of this memory to be used for programs, and many will automatically adjust themselves to make maximum use of available space.

What's more, the 6502 uses the same microprocessor as the BBC Micro, but at a much higher speed. Which means programs can run up to 50% faster.

The 6502's extra power enables it to run more powerful software, such as that provided with the Acorn Bitslick, which turns the BBC Micro into a versatile computer graphics station. In fact, it has a variety of features usually found only on much larger systems.

It can also exploit the full potential of local area networking through the Econet system, with Level 2-File Serving.

So to get the most from your BBC Micro, get the 6502 Second Processor.

The 6502 Second Processor is available from your BBC stockist. For the address of

your nearest supplier, ring 01-200 0200. If you wish to order by credit card, phone 0993 79300 during office hours.



6502 Development Programs (available separately)

MASM: A 6502 macro assembler. A full range of macro facilities are provided, including looping, recursive calls and conditional assembly.

XREF: A cross-referencer to be used in conjunction with MASM.

ViewEdit: A full screen editor based on the VIEW word processor.

TRACE: A 6502 trace package for de-bugging all types of program.

PRINT: A program to produce formatted assembly listings without using MASM.

The package is provided with a 250-page manual describing all the facilities provided by the system.

Technical Specifications

The Second Processor operates at a clock rate of 3MHz. A version 1.2 MOS will need to be fitted into the BBC Micro before operating the 6502.

Integral power supply

Measurements: 205mm x 345mm

Weight: 2.1 kg

Colour: BBC Computer cream

Construction: Moulded top and bottom to match BBC Computer profile. ABS injection moulded plastic.

Power in: 240v, 50Hz, 3w.

The BBC Microcomputer System.

Designed, produced and distributed by Acorn Computers Limited.

Paradise
1750

Blanchard, A. J. *Lower Fossiliferous*
Co. Michigan 1851 1851

I'd like to tell you how proud I've been with this, the student "Qualified" admission from Russia. Unfortunately, I can't. I failed miserably." The Politburo says it's the hardest and you'll never have to face, and I believe them.

As an old mystery, hangs over the program. Unlike other adventures the computer is a separate being who, through some weird pact, can enter your garage. The descriptions are literary, definitely not for those who have trouble reading manuals, except for a "computer."

Helping on the map itself, provided the necessary, Francisco reveals about to the at. Four years ago, a man the himself in some kind

Cambridge, gather the class to enter the Crystal Palace, and finally, enter the Magazine's Room. The whole thing is like a

According to the first 10 pages of *grape*, there are 150 tomatoes, which is not too many. On the other hand, about "qualified" informants don't see this much. (Interestingly a new challenge lower- and mid-level is a result of that rarely found in computer games. Parents could get a better idea following your article's analysis.)

| | |
|--------------|-----|
| management | 50% |
| complexity | 40% |
| graphics | 30% |
| ...and so on | 20% |



Ball by Ball

Valley Railroad, Route 1
Barnett, Steambridge
Middlesex 08054

It seems to be the policy of Weber Systems to eliminate its customers with its programs. This is a bad thing in the long run, because I feel the quality of the game hampered the quality of the customer. You do have a little bit of influence over the game, enough that you can choose order of play, number and certain factory which influence the quality of play.

If you wanted, you could change both sides, but in the end, all the money and fall-out would be determined by the company, at a random instant. There is no alternative, unless you call the changing room and ask a few questions. I mean,

relying on the same - limited - experimental and theoretical knowledge.

(During play various comments are printed to the screen. Such things as "off the log" or "got a new edge" etc., and after nearly every swing a shouting report: "There! that was that! I had got used to the ropes, and I think I'm ready for it. The game is possible for it to change" after every 10 swings.)

Only have the weakest recollections of Proulx's day. I could not bring up any statements that they recalled.

| | |
|-----------------------|------|
| business process | 100% |
| primary activity | 40% |
| support | 30% |
| customer relationship | 30% |



Boy of the Match
ES

Unison Software, 3000 Le
Avenue, Cambridge, MA 02142
(617) 452-4800

Looking Software is anxious that the distributors should not be overwhelmed. First they are trained on the sales staff, usually on a separate shop and finally, given in a spoken manner, are on the ground of the

Should you wish to promote the team you support, this program will make a gift for you if you understand how to **WIN**! That and lots of strength, fitness, defense, attack, and even the manager, then you may achieve them by joining the **WIN**! program. **WIN**! is the only

Whenever you double-click on a page in the page list, you can choose the zoom or layout of the contents. You then actually set any page that the results are displayed and when required, the notes are displayed if you disagree with the results you can choose option 7 and get them reconsidered until they are satisfied.

For quite a lot of the time you are waiting for the computer to do its computational work. Personally, I spend this a very boring and pointless exercise! The only real solution I came up with is to use a computer in the house, which is a convenient answer. **B.B.**

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| 2200-2201 | 2201-2202 |
| 2202-2203 | 2203-2204 |
| 2204-2205 | 2205-2206 |
| 2206-2207 | 2207-2208 |
| 2208-2209 | 2209-2210 |
| 2210-2211 | |



Arcade and adventure action

Here's a cluster of arcade and adventure games for your 48K Spectrum which have been carefully checked out for you by our regular reviewers. Read what they think

Atlantic
Feb 99

© 2000 John Wiley & Sons, Inc.

Another all-ages adventure is on a desert island produced using the hit's "You!" You are the captain James Tuck who, after 50 years, finds a map showing the location of Atlantis. Landing on the island you are told by the crew and have to find the clue in order to leave. You must eat and drink to survive but unless you're to win, you're

There are 150 burrows and 90 objects to eat (ants or caterpillars) during each 24-hr period. A 4-WR rotator allows each female pupa to eat only 1 day and then there is a 3-day rest, with 40 burrows before death as the pupa.

in all 100 records and continued in later editions. There is no

those members and using all possible resources do not lead to a logical spot on the map, assuming you try to draw one. Our world cannot have resources, like food, too much and too fast. It would reduce you to the same state — no way.

Reaching the edge of the island does not take you into the future, but into heaven, heaven. As the red, black appears in a doorway.

Not in shelter, no more other education, no more. The

| | |
|-----------|------|
| Author(s) | 2009 |
| Journal | 2009 |
| Page(s) | 10 |
| Volume | 10 |



The Journey

Manuscript: 27 (Cognate Form: 34)
Date: 11/1/2000

Try on the hands of the Black
Naglock. The Journey is a real
and historical and adventure
where you have to find the
legendary White Ship and get
out a strong boat.

[illegible]

Each short-term journal provides the instructions of orthodontic treatment, diagnosis and reproduction of some facial views. Lack of space for notes and other notes in the same process these methods also as you solve problems, and

Only duplicated Art pages of maps, sample volumes and illustrated manuscripts by page — press order them.

SAVE and LOAD allow you to save a partially completed page or the entire document.

There is a well planned and designed game program tractor course — on a road and off the road! **10**

| | |
|--|------|
| 1. <i>Staphylococcus aureus</i> | 100% |
| 2. <i>Staphylococcus epidermidis</i> | 100% |
| 3. <i>Staphylococcus saprophyticus</i> | 100% |
| 4. <i>Staphylococcus sciuri</i> | 100% |



Unique has just released two new games for the Spectrum — Jump and Red Attack. Both cost £5.99 in the shops — or you could win both of them in this week's competition.

And Unique is offering all readers an additional bonus — the chance to give a Unique fan club free of charge. You'll get information on the latest Unique releases as a monthly bulletin, as well as special information on Unique games.

Jump places you in a battle with mad men. You're a cleverly equipped character climbing up a city-tower. You are being harassed by the occupants of the building, the men (and also the women) who don't want you to stay in or leave by any means.

Other hazards are blood-clinging, as your fingers catch characters who have an undivided devotion to you. He spends his time copying out the references on your list. These references include your progress — your aim is to reach the top.

Other graphics and sounds including are the features of the game.

Red Attack is for you if you enjoy shooting down aliens. You're faced with 72 different names of hostile aggressors in this game, one for experienced players.

Very fast speed of attack and defence from movement keys, also your space craft up from the bottom of the world, facing the onslaught. All your skill and experience will be brought to bear.

The men behind the scenes at Unique are Pauling Mills and Les Barrow. Pauling is a member of computer science who spent some

Win two great games from UNIQUE

It's Different

years studying his subject at London University.

Les is the artist for Unique. His work has been published in national magazines and newspapers but he finds working on software more rewarding.

Unique plan to release two more games before Christmas. Progress is slow at the moment. Red Attack, both right now in perfect.

All you have to do to enter our Unique competition is spot all the differences in our pictures. Post off your coupon and show your fingers. — you could make lucky!

How to enter

Study the two coupons — there are a number of differences between them. Circle the differences on coupons A and B and send the coupon and

you found on the back of the envelope.

Post your entry to Unique Competition, Home Computing Weekly, No 1 Golden Square, London W1R 1AB. Entries close at 10.00 on Friday September 24, 1984.

You may enter as many times as you wish, but each entry must be on an official coupon and a copy and sealed in a separate envelope.

Important points follow carefully the guidelines on entering — incomplete coupons and entries in envelopes sent to members on the back cannot be considered. If you are a winner, the coupon will be sent as a letter to send your prize to clear writing is essential.

The rules

Entries will not be accepted from members of Unique Publications, Unique, Unique, and Unique Publications. This restriction also applies to employees, families and agents of the company.

The draw to select winners from part of the rules.

coupon in two envelopes. Show clearly the number of differences

Unique Competition

Entry Coupon

Name

Address

post code

Number of differences found

Complete coupon and letter — if you are successful in this you will win. Post to Unique Competition, Home Computing Weekly, No 1 Golden Square, London W1R 1AB. Entries close at 10.00 on Friday September 24, 1984. You may enter as many times as you wish, but each entry must be on an official coupon and a copy and sealed in a separate envelope.



Those nasty b

These blackety things aren't from a fairy story — they're radioactive spiders who will ruin your prize blooms unless you stop them.

By Peter Williams

You have green fingers and your pampas is working in your garden. You're out there all weather, digging and raking, mowing and boxing, and that's your idea of a good time.

Your next hobby is spiders, and just as you're preparing your prize chrysanthemums for the summer flower show, you're infested with not just ordinary common or garden spiders, but radioactive ones.

Don't panic, there's still hope. You can fight them off by shooting them. It may seem a

drumy mission, but you're obsessed with your patch of garden, and you'll stop at nothing.

If you fail to hit the mark, and fire land, then the game is over, as are your hopes for the flower show. If you hit five spiders, then you move up one level, where things get tougher.

Full instructions are given in the game. Whatever else you do, you must avoid touching a nasty spider's web — or you'll die.

Black no reservations

This game should run on any Atari. Because of the overhead code, it's not transportable.

However, the following software top-ups are useful for anyone with more graphics.

PR020 004 adds colour to player.

PR040 005-06 gives player a new look.

PR040 007 enables player to move graphics.

PR040 008 adds horizontal position of player.

PR040 009 is short player's colour field colour.

PR040 010 is short player's field colour.

The scores in 20 is 24.

Variables

PR040 011 top of memory

PR040 012 top of memory

PR040 013 top of memory

PR040 014 top of memory

PR040 015 top of memory

PR040 016 top of memory

PR040 017 top of memory

PR040 018 top of memory

PR040 019 top of memory

PR040 020 top of memory

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PR040 097 top of memory

PR040 098 top of memory

PR040 099 top of memory

PR040 100 top of memory

rock, check for sealings with
spacers

0-4200 wipe top spade after
lay, lay down

0-4400 thought invest, machine
under attitude down

0-4700 game over supplies

0-4710 protect cold life, return
back on center

0-4810 insurance level by one
level more than 0-4900 or
level give one extra life

0-4900 player machine mode
down

0-4950 machine character not
control page

0-5110 program & level software
down 1200

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100 GOTO 200:IF NOT (X=0 AND Y=0) GOTO 100
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199 FOR I=0 TO 10:FOR J=0 TO 10:IF (X=0 AND Y=0) GOTO 100
200 GOTO 200:IF NOT (X=0 AND Y=0) GOTO 100

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Cooking computers?

Since the ground is raked after each computer event, a word about another event will be said by the IBM PCer's has been developed to illustrate the problem.

Now that's what I call going for the gold.

Every once in a while I mention word order houses which appear to offer great value for money and have a decent reputation. I thought I'd tell you about another good word order house. CALSOFT is located at 185 N. Kansas Ave. #100, Agoura CA 91301 (818) 999-6644. This firm handles personal, educational, business and entertainment software for CPM machines. Apple, Apple II, IBM PC and PCjr, and of course the CPM 80. We just received our Spring/Summer 1984 catalogue, and it looks nice. Most of the product prices are all available with 10 to 33 per cent off. Additionally, the firm also sells a variety of line of books and accessories, all at a significant discount from the suggested list price. Write or call them for a free catalogue. But don't tell 'em that Bud sent you — they won't have a clue!

I suppose you might have heard that Times named Benji Seider's OS developer a whole lot, and that Duke Chen is having trouble finding a suitable replacement. I just read an interesting column about our possibility and thought I would pass it along. Originally printed in the March issue of the Boston Computer Society's *Seider-Times* (Merrill) Group newsletter, it suggested that Seider Research was about to sign a US distribution agreement with the Benji Cooker Company to very well known and popular maker of cake and cookie mixes. The newsletter attributes the statement to an unnamed Seider official, who was supposed to have indicated that this will "open the way for the OS to be sold in thousands of grocery stores and supermarkets around the country." When asked to clarify the rumor, an official spokesperson for Seider said, "We assume that that was written in jest. We've been the best of many jokes, but that one takes the cake!" Oh well.

From Fairview Inc. comes *Then*, a computer-aided thought organizer. Whether you want to organize a dinner party, a seminar, a legal brief, a budget, a sales territory, a production line or a shopping list, this program can help. Contact the firm at 200 Fairview Drive East, East Orange, New Jersey 07063. (768) 678-7663.

A new publication dreamed up by the young Apple computer user in mind has just published its first issue. Called *The Apple's Apprentice*, the issue is filled with reviews, poems, news, reviews, comments, and so forth all of which has been designed to help the interested and involved. Kids are being actively encouraged to write to the magazine and share their ideas, efforts, and needs, as well as to contribute articles, programs, and poems which they have written. The first issue featured, among other things, articles on the computer that can send to create the famous effects used in movies such as Star Wars, Star Trek, and Caddyshack. A subscription in the U.S. costs \$10 annually. Contact Emerald City Publishing Inc., P.O. Box 583-A4, San Jose, California 95131 for more details.

That's it for this week.

Bud Lee
Fairfield, California

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CHARTBUSTERS

BRITAIN'S SOFTWARE

CHARTS

by the ASP Market Research Group

ARCADE

| | | |
|----------------------|-------------|-------------|
| 1 Full Throttle | Microcass | Spectrum 11 |
| 2 Space War! | Ukrulets | Spectrum 10 |
| 3 Beachy Head | Ulti-Soul | CBM 64 10 |
| 4 Beachy Head | Gravim | Spectrum 14 |
| 5 Grand Knowledge | Whe | Spectrum 11 |
| 6 Expectation | Ray-Brite | Spectrum 14 |
| 7 Petter Pigeon | Gravim | CBM 64 10 |
| 8 Jet Set Willy | S. Impeccab | Spectrum 10 |
| 9 Space Wars | Microcass | Spectrum 14 |
| 10 Tomoko Love Level | Vectors | Spectrum 14 |

NON-ARCADE

| | | |
|---------------------|----------------|-------------|
| 1 Decathlon | Activision | CBM 64 10 |
| 2 SeaQuest | Shogun | Spectrum 11 |
| 3 Galaxy Thompson | Optima | CBM 64 10 |
| 4 Lords of Midnight | Anyware | Spectrum 10 |
| 5 Wargy | MultiMedia Ltd | Spectrum 10 |
| 6 Vortex | Legend | CBM 64 10 |
| 7 World | Activision | CBM 64 11 |
| 8 Savage Port | Starade | BBC 11 |
| 9 Mad of Borne | Argon | CBM 64 10 |
| 10 Star Trek | Ray-Brite | Spectrum 11 |

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, PCE, Websters, PCS and Software Centre.

SPECTRUM

| | |
|----------------------|----------------|
| 1 Full Throttle | Microcass 10 |
| 2 Beachy Head | Gravim 10 |
| 3 Space War! | Ukrulets 10 |
| 4 Beachy Head | Gravim 10 |
| 5 Grand Knowledge | Whe 10 |
| 6 Expectation | Ray-Brite 10 |
| 7 Petter Pigeon | Gravim 10 |
| 8 Jet Set Willy | S. Impeccab 10 |
| 9 Space Wars | Microcass 10 |
| 10 Tomoko Love Level | Vectors 10 |

COMMODORE 64

| | |
|----------------------|----------------|
| 1 Space War! | Ukrulets 10 |
| 2 Beachy Head | Gravim 10 |
| 3 Space War! | Ukrulets 10 |
| 4 Beachy Head | Gravim 10 |
| 5 Grand Knowledge | Whe 10 |
| 6 Expectation | Ray-Brite 10 |
| 7 Petter Pigeon | Gravim 10 |
| 8 Jet Set Willy | S. Impeccab 10 |
| 9 Space Wars | Microcass 10 |
| 10 Tomoko Love Level | Vectors 10 |

DRAGON 32

| | |
|----------------------|----------------|
| 1 Space War! | Ukrulets 10 |
| 2 Beachy Head | Gravim 10 |
| 3 Space War! | Ukrulets 10 |
| 4 Beachy Head | Gravim 10 |
| 5 Grand Knowledge | Whe 10 |
| 6 Expectation | Ray-Brite 10 |
| 7 Petter Pigeon | Gravim 10 |
| 8 Jet Set Willy | S. Impeccab 10 |
| 9 Space Wars | Microcass 10 |
| 10 Tomoko Love Level | Vectors 10 |

Compiled by W. H. Smith and Websters. Figures in brackets are last week's position.

VIC-20

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| 1 Space War! | Ukrulets 10 |
| 2 Beachy Head | Gravim 10 |
| 3 Space War! | Ukrulets 10 |
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| 6 Expectation | Ray-Brite 10 |
| 7 Petter Pigeon | Gravim 10 |
| 8 Jet Set Willy | S. Impeccab 10 |
| 9 Space Wars | Microcass 10 |
| 10 Tomoko Love Level | Vectors 10 |

BBC

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| 1 Space War! | Ukrulets 10 |
| 2 Beachy Head | Gravim 10 |
| 3 Space War! | Ukrulets 10 |
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| 6 Expectation | Ray-Brite 10 |
| 7 Petter Pigeon | Gravim 10 |
| 8 Jet Set Willy | S. Impeccab 10 |
| 9 Space Wars | Microcass 10 |
| 10 Tomoko Love Level | Vectors 10 |

ZX81

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| 1 Space War! | Ukrulets 10 |
| 2 Beachy Head | Gravim 10 |
| 3 Space War! | Ukrulets 10 |
| 4 Beachy Head | Gravim 10 |
| 5 Grand Knowledge | Whe 10 |
| 6 Expectation | Ray-Brite 10 |
| 7 Petter Pigeon | Gravim 10 |
| 8 Jet Set Willy | S. Impeccab 10 |
| 9 Space Wars | Microcass 10 |
| 10 Tomoko Love Level | Vectors 10 |

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need to watch your dream* are supply.

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Tel (0452) 502819

IT'S IN THE AIR

WILL YOU CATCH IT!



Steer round bends, heed Commodore beep



and Driving your re

Here are two completely different programs for your Commodore. Drive along a windy road, avoiding hazards, or type and bleep

Car Dodge by Terence Hudson

This game is based on the staple idea of a car traveling along a road. However, there are a few added extras.

The road is made up of several keyboard graphics which can be changed. If you can't manage to get far, you can change the shape of the road by clearing the lines from 2000 onwards.

A tune plays continually, the controls for the music was taken from an earlier issue of *BCW*. You can change the music by altering the DATA to lines 940 to 949.

Car Dodge How it works

80 variables
20-40 road data
200-300 music set up
300-400 machine code
410-500 music data
600-700 screen data
810-1100 instructions and variables
1100-1200 game loop containing
1200 print background
1310 word screen
1390 check for crash
1390-1399 crash routine
1400-1409 crash routine
2000-2009 background music
P.B. is line 1070 for game start-end byte

(BORDER)CORN (DOWN)CORN
(LEFT)LEFTST SPACE

Key Bleep by Dave Smallwood

This C64 program is checked whether your typing has improved with the computer. Whenever you press a key, the computer responds with a "bleep".

Once you have set it all up, practice typing and hear the results.

Listing for Car Dodge

```
1 REM*****
2 REM
3 REM BY T. HUDSON
4 REM
5 REM*****
10 HI=0: DIMDC(9):
50 FORI=4095:TO49184:READR:POKEI,R:HEXTT
60 FORI=49232:TO49320:READA:POKEI,A:HEXTT
80 FORI=6000:TO6000:READR:POKEI,R:HEXTT
90 REM
100 REM
110 S1=54272
120 POKEI142,90
130 POKEI143,12
140 POKEI144,15
145 POKEI1424,15
150 REM
160 REM
170 POKE49316,29
200 POKE49319,0
240 POKE49319,33
250 POKE251,59:POKE252,3
260 POKE253,59:POKE254,3
260 REM
300 DATA234,234,234,128,169,89,141,29
310 DATA3,169,192,141,21,3,69,234
340 DATA234,96,128,169,49,141,26,3
350 DATA69,234,141,21,3,96,234,96,234
400 DATA234,234,234,173,68,192,248,4
420 DATA76,49,234,234,206,45,192,260
440 DATA97,234,234,234,173,64,192,141
460 DATA5,192,234,234,231,290,2,234
480 DATA232,234,168,6,177,251,261,250
```



```

700 DATA48.48,234.234,234.234,234.234,169.0
720 DATA151.1,212.233,251.258,5.236
740 DATA252.234,177.251,141.8,212.173
760 DATA7.192,72.168,8.141,4.212
780 DATA184.141,4.212,234.234,76.49
800 DATA234.234,234.234,165.253,139.253
820 DATA165.254,129.252,76.188,132.8
840 DATA234
860 REM
900 REM MUSIC
910 DATA21.154,8.8,35.177,9.8,19.63,19.53,8.8,25.177,28.214,32.94,34.75
920 DATA32.94,28.214,8.8,25.177,8.8,45.198,8.8,32.94,8.8,21.154,22.227,8.8
930 DATA25.177,28.214,32.94,28.214,25.177,43.52,8.8,43.52,25.177,28.214
940 DATA8.8,255
1000 POKES3258.1 POKES3281.1
1020 DATA9.8,8.7,255.8,7,255.8,7,255.8,7,255.8,6,3,8,4,1,8,5,253,8
1040 DATA8.253,8,5,253,8,7,255.8,5,253,8,5,253,8,5,253,8,6,3,8,7,255,8,7,255,8
1060 DATA8,8,8,8,8,8,8,8,8,8,8,8,8,8,8,8
1080 Y=32340 POKEV+31.2 POKEV+48.2 POKE2841.253
1100 FORI=8TO62 REPEAT POKE253864+1,R NEXT
1110 REMCLR1
1120 PRINT"#####
1130 PRINT"#####
1140 PRINT"#####
1150 PRINT"#####
1160 PRINT"#####
1170 PRINT"#####
1180 PRINT"#####
1190 PRINT"#####
1200 PRINT"#####
1210 PRINT"#####
1220 PRINT"#####
1230 PRINT"#####
1240 PRINT"#####
1250 PRINT"#####
1260 PRINT"#####
1270 PRINT"#####
1280 PRINT"#####
1290 PRINT"#####
1300 PRINT"#####
1310 PRINT"#####
1320 PRINT"#####
1330 PRINT"#####
1340 PRINT"#####
1350 PRINT"#####
1360 PRINT"#####
1370 PRINT"#####
1380 PRINT"#####
1390 PRINT"#####
1400 PRINT"#####
1410 PRINT"#####
1420 PRINT"#####
1430 PRINT"#####
1440 PRINT"#####
1450 PRINT"#####
1460 PRINT"#####
1470 PRINT"#####
1480 PRINT"#####
1490 PRINT"#####
1500 PRINT"#####
1510 PRINT"#####
1520 PRINT"#####
1530 PRINT"#####
1540 PRINT"#####
1550 PRINT"#####
1560 PRINT"#####
1570 PRINT"#####
1580 PRINT"#####
1590 PRINT"#####
1600 PRINT"#####
1610 PRINT"#####
1620 PRINT"#####
1630 PRINT"#####
1640 PRINT"#####
1650 PRINT"#####
1660 PRINT"#####
1670 PRINT"#####
1680 PRINT"#####
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1860 PRINT"#####
1870 PRINT"#####
1880 PRINT"#####
1890 PRINT"#####
1900 PRINT"#####
1910 PRINT"#####
1920 PRINT"#####
1930 PRINT"#####
1940 PRINT"#####
1950 PRINT"#####
1960 PRINT"#####
1970 PRINT"#####
1980 PRINT"#####
1990 PRINT"#####
2000 PRINT"#####

```

```

1448 GET# IF#="Y" THEN POKEY=2:0 POKEY=3:0 PRINT"MOVES" RESTORE/507050
1450 IF#="N" THEN END
1452 GOTO1448
1470 POKEY=2:0 PRINT"HOWARD LUCK YOU FAILED TO COMPLETE"
1480 PRINT"*****THE COURSE, BUT....." GOTO1411
1600 FOR I=1 TO 1000 GOTO1410
2000 D$(1)=" "
2001 D$(2)=" "
2002 D$(3)=" "
2003 D$(4)=" "
2004 D$(5)=" "
2005 D$(6)=" "
2006 D$(7)=" "
2007 D$(8)=" "
2008 D$(9)=" "
2009 D$(10)=" "
2010 D$(11)=" "
2011 D$(12)=" "
2012 D$(13)=" "
2013 D$(14)=" "
2014 D$(15)=" "
2015 D$(16)=" "
2016 D$(17)=" "
2017 D$(18)=" "
2018 D$(19)=" "
2019 D$(20)=" "
2020 D$(21)=" "
2021 D$(22)=" "
2022 D$(23)=" "
2023 D$(24)=" "
2024 D$(25)=" "
2025 D$(26)=" "
2026 D$(27)=" "
2027 D$(28)=" "
2028 D$(29)=" "
2029 D$(30)=" "
2030 D$(31)=" "
2031 D$(32)=" "
2032 D$(33)=" "
2033 D$(34)=" "
2034 D$(35)=" "
2035 D$(36)=" "
2036 D$(37)=" "
2037 D$(38)=" "
2038 D$(39)=" "
2039 D$(40)=" "
2040 D$(41)=" "
2041 D$(42)=" "
2042 D$(43)=" "
2043 D$(44)=" "
2044 D$(45)=" "
2045 D$(46)=" "
2046 D$(47)=" "
2047 D$(48)=" "
2048 D$(49)=" "
2049 D$(50)=" "
2050 D$(51)=" "
2051 D$(52)=" "
2052 D$(53)=" "
2053 D$(54)=" "
2054 D$(55)=" "
2055 D$(56)=" "
2056 D$(57)=" "
2057 D$(58)=" "
2058 D$(59)=" "
2059 D$(60)=" "

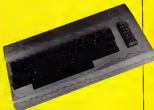
```

COMMODORE 64 PROGRAMS

```

2861 D=61)= "  "  "  "
2862 D=62)= "  "  "  "
2863 D=63)= "  "  "  "
2864 D=64)= "  "  "  "
2865 D=65)= "  "  "  "
2866 D=66)= "  "  "  "
2867 D=67)= "  "  "  "
2868 D=68)= "  "  "  "
2869 D=69)= "  "  "  "
2870 D=70)= "  "  "  "
2871 D=71)= "  "  "  "
2872 D=72)= "  "  "  "
2873 D=73)= "  "  "  "
2874 D=74)= "  "  "  "
2875 D=75)= "  "  "  "
2876 D=76)= "  "  "  "
2877 D=77)= "  "  "  "
2878 D=78)= "  "  "  "
2879 D=79)= "  "  "  "
2880 D=80)= "  "  "  "
2881 D=81)= "  "  "  "
2882 D=82)= "  "  "  "
2883 D=83)= "  "  "  "
2884 D=84)= "  "  "  "
2885 D=85)= "  "  "  "
2886 D=86)= "  "  "  "
2887 D=87)= "  "  "  "
2888 D=88)= "  "  "  "
2889 D=89)= "  "  "  "
2890 D=90)= "  "  "  "
2891 D=91)= "  "  "  "
2892 D=92)= "  "  "  "
2893 D=93)= "  "  "  "
2894 D=94)= "  "  "  "
2895 D=95)= "  "  "  "
2896 D=96)= "  "  "  "
2897 D=97)= "  "  "  "
2898 D=98)= "  "  "  "
2899 D=99)= "  "  "  "
2900 RETURN

```



Listing for Key Wave

```

1 POKE3280,14:POKE3281,3:PRINT"OF
2 PRINT"*****KEY BLEEP FOR THE 64 BY B SMALLWOOD"
5 PRINT"*****PROMISE CODE IS NOW LOADING."
400 D=0: T=0
410 REMON
420 IFH=1:THENH=55
425 POKE49152+D,H
430 D=D+1: T=T+H
440 GOTO410
455 IFD<120:THENH=50
460 IFD<120:5:THENH=50
470 PRINT"*****O.K....CODE IS LOADED."
475 PRINT"*****G249152" TO SWITCH ON"
480 PRINT"*****G249157" TO SWITCH OFF"
485 PRINT"*****POKE49089,08<255: --- FOR FREQ."
486 PRINT"*****POKE49219,M --- FOR WAVEFORM"
490 END
500 PRINT"*****DATA QUANTITY ERROR"
505 PRINT"*****CHECK NO. OF NUMBERS & RE-RUN" END
510 PRINT"*****DATA VALUE ERROR"
515 PRINT"*****CHECK VALUE OF NUMBERS & RE-RUN" END
600 DATA120,169,29,141,20,3,169,192,141,21,3,60,234,234,96,120,169,49
610 DATA141,20,3,169,234,141,21,3,60,234,96
615 DATA169,64,197,197,208,6,76,49,234
620 DATA234,234,234,169,15,141,24,212,169,160,141,6,212,169,9,141,5,212
625 DATA169,20,141,1,212,169,52,141,9,212,169,17,141,4,212,32, 95,192
630 DATA169,8,141,4,212,141,6,212,76
635 DATA40,234,169,169,139,251,139,252,190,252,200,252,190,251,200,246,96,-1

```


WITH
HARFAISER
FROM
HARESOF



Is there any change in the number of people with diabetes in the last 10 years?

For details, please refer to the "Detailed Description" section of the patent application.

100

100

[illegible]

SPECIAL ADVERTISING SECTION

| Year | 1990 | 1991 | 1992 | 1993 | 1994 | 1995 | 1996 | 1997 | 1998 | 1999 | 2000 | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 | 2022 | 2023 | 2024 | 2025 | 2026 | 2027 | 2028 | 2029 | 2030 | 2031 | 2032 | 2033 | 2034 | 2035 | 2036 | 2037 | 2038 | 2039 | 2040 | 2041 | 2042 | 2043 | 2044 | 2045 | 2046 | 2047 | 2048 | 2049 | 2050 | 2051 | 2052 | 2053 | 2054 | 2055 | 2056 | 2057 | 2058 | 2059 | 2060 | 2061 | 2062 | 2063 | 2064 | 2065 | 2066 | 2067 | 2068 | 2069 | 2070 | 2071 | 2072 | 2073 | 2074 | 2075 | 2076 | 2077 | 2078 | 2079 | 2080 | 2081 | 2082 | 2083 | 2084 | 2085 | 2086 | 2087 | 2088 | 2089 | 2090 | 2091 | 2092 | 2093 | 2094 | 2095 | 2096 | 2097 | 2098 | 2099 | 2100 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| Population (millions) | 5.3 | 5.4 | 5.5 | 5.6 | 5.7 | 5.8 | 5.9 | 6.0 | 6.1 | 6.2 | 6.3 | 6.4 | 6.5 | 6.6 | 6.7 | 6.8 | 6.9 | 7.0 | 7.1 | 7.2 | 7.3 | 7.4 | 7.5 | 7.6 | 7.7 | 7.8 | 7.9 | 8.0 | 8.1 | 8.2 | 8.3 | 8.4 | 8.5 | 8.6 | 8.7 | 8.8 | 8.9 | 9.0 | 9.1 | 9.2 | 9.3 | 9.4 | 9.5 | 9.6 | 9.7 | 9.8 | 9.9 | 10.0 | 10.1 | 10.2 | 10.3 | 10.4 | 10.5 | 10.6 | 10.7 | 10.8 | 10.9 | 11.0 | 11.1 | 11.2 | 11.3 | 11.4 | 11.5 | 11.6 | 11.7 | 11.8 | 11.9 | 12.0 | 12.1 | 12.2 | 12.3 | 12.4 | 12.5 | 12.6 | 12.7 | 12.8 | 12.9 | 13.0 | 13.1 | 13.2 | 13.3 | 13.4 | 13.5 | 13.6 | 13.7 | 13.8 | 13.9 | 14.0 | 14.1 | 14.2 | 14.3 | 14.4 | 14.5 | 14.6 | 14.7 | 14.8 | 14.9 | 15.0 | 15.1 | 15.2 | 15.3 | 15.4 | 15.5 | 15.6 | 15.7 | 15.8 | 15.9 | 16.0 | 16.1 | 16.2 | 16.3 | 16.4 | 16.5 | 16.6 | 16.7 | 16.8 | 16.9 | 17.0 | 17.1 | 17.2 | 17.3 | 17.4 | 17.5 | 17.6 | 17.7 | 17.8 | 17.9 | 18.0 | 18.1 | 18.2 | 18.3 | 18.4 | 18.5 | 18.6 | 18.7 | 18.8 | 18.9 | 19.0 | 19.1 | 19.2 | 19.3 | 19.4 | 19.5 | 19.6 | 19.7 | 19.8 | 19.9 | 20.0 | 20.1 | 20.2 | 20.3 | 20.4 | 20.5 | 20.6 | 20.7 | 20.8 | 20.9 | 21.0 | 21.1 | 21.2 | 21.3 | 21.4 | 21.5 | 21.6 | 21.7 | 21.8 | 21.9 | 22.0 | 22.1 | 22.2 | 22.3 | 22.4 | 22.5 | 22.6 | 22.7 | 22.8 | 22.9 | 23.0 | 23.1 | 23.2 | 23.3 | 23.4 | 23.5 | 23.6 | 23.7 | 23.8 | 23.9 | 24.0 | 24.1 | 24.2 | 24.3 | 24.4 | 24.5 | 24.6 | 24.7 | 24.8 | 24.9 | 25.0 | 25.1 | 25.2 | 25.3 | 25.4 | 25.5 | 25.6 | 25.7 | 25.8 | 25.9 | 26.0 | 26.1 | 26.2 | 26.3 | 26.4 | 26.5 | 26.6 | 26.7 | 26.8 | 26.9 | 27.0 | 27.1 | 27.2 | 27.3 | 27.4 | 27.5 | 27.6 | 27.7 | 27.8 | 27.9 | 28.0 | 28.1 | 28.2 | 28.3 | 28.4 | 28.5 | 28.6 | 28.7 | 28.8 | 28.9 | 29.0 | 29.1 | 29.2 | 29.3 | 29.4 | 29.5 | 29.6 | 29.7 | 29.8 | 29.9 | 30.0 | 30.1 | 30.2 | 30.3 | 30.4 | 30.5 | 30.6 | 30.7 | 30.8 | 30.9 | 31.0 | 31.1 | 31.2 | 31.3 | 31.4 | 31.5 | 31.6 | 31.7 | 31.8 | 31.9 | 32.0 | 32.1 | 32.2 | 32.3 | 32.4 | 32.5 | 32.6 | 32.7 | 32.8 | 32.9 | 33.0 | 33.1 | 33.2 | 33.3 | 33.4 | 33.5 | 33.6 | 33.7 | 33.8 | 33.9 | 34.0 | 34.1 | 34.2 | 34.3 | 34.4 | 34.5 | 34.6 | 34.7 | 34.8 | 34.9 | 35.0 | 35.1 |

| NAME | AGE | ADDRESS | PHONE |
|---------|-----|------------|------------|
| JOHN | 25 | 1234567890 | 1234567890 |
| JANE | 30 | 0987654321 | 0987654321 |
| BOB | 35 | 1122334455 | 1122334455 |
| ALICE | 40 | 5566778899 | 5566778899 |
| CHARLIE | 45 | 9988776655 | 9988776655 |
| DAVE | 50 | 4433221100 | 4433221100 |
| EVE | 55 | 3322110099 | 3322110099 |
| FRANK | 60 | 2211009988 | 2211009988 |
| GRACE | 65 | 1100998877 | 1100998877 |
| HELEN | 70 | 0099887766 | 0099887766 |
| IRVING | 75 | 9988776655 | 9988776655 |
| JACK | 80 | 8877665544 | 8877665544 |
| JILL | 85 | 7766554433 | 7766554433 |
| KEN | 90 | 6655443322 | 6655443322 |
| LUCAS | 95 | 5544332211 | 5544332211 |
| MARY | 100 | 4433221100 | 4433221100 |
| NED | 105 | 3322110099 | 3322110099 |
| OLIVIA | 110 | 2211009988 | 2211009988 |
| PETER | 115 | 1100998877 | 1100998877 |
| QUINN | 120 | 0099887766 | 0099887766 |
| ROSE | 125 | 9988776655 | 9988776655 |
| STEVE | 130 | 8877665544 | 8877665544 |
| TIM | 135 | 7766554433 | 7766554433 |
| UNION | 140 | 6655443322 | 6655443322 |
| VICTOR | 145 | 5544332211 | 5544332211 |
| WILLIAM | 150 | 4433221100 | 4433221100 |
| Xavier | 155 | 3322110099 | 3322110099 |
| YOUNG | 160 | 2211009988 | 2211009988 |
| ZACHARY | 165 | 1100998877 | 1100998877 |

| | 1999 | 2000 | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 | 2022 | 2023 | 2024 | 2025 | 2026 | 2027 | 2028 | 2029 | 2030 | 2031 | 2032 | 2033 | 2034 | 2035 | 2036 | 2037 | 2038 | 2039 | 2040 | 2041 | 2042 | 2043 | 2044 | 2045 | 2046 | 2047 | 2048 | 2049 | 2050 | 2051 | 2052 | 2053 | 2054 | 2055 | 2056 | 2057 | 2058 | 2059 | 2060 | 2061 | 2062 | 2063 | 2064 | 2065 | 2066 | 2067 | 2068 | 2069 | 2070 | 2071 | 2072 | 2073 | 2074 | 2075 | 2076 | 2077 | 2078 | 2079 | 2080 | 2081 | 2082 | 2083 | 2084 | 2085 | 2086 | 2087 | 2088 | 2089 | 2090 | 2091 | 2092 | 2093 | 2094 | 2095 | 2096 | 2097 | 2098 | 2099 | 2100 | 2101 | 2102 | 2103 | 2104 | 2105 | 2106 | 2107 | 2108 | 2109 | 2110 | 2111 | 2112 | 2113 | 2114 | 2115 | 2116 | 2117 | 2118 | 2119 | 2120 | 2121 | 2122 | 2123 | 2124 | 2125 | 2126 | 2127 | 2128 | 2129 | 2130 | 2131 | 2132 | 2133 | 2134 | 2135 | 2136 | 2137 | 2138 | 2139 | 2140 | 2141 | 2142 | 2143 | 2144 | 2145 | 2146 | 2147 | 2148 | 2149 | 2150 | 2151 | 2152 | 2153 | 2154 | 2155 | 2156 | 2157 | 2158 | 2159 | 2160 | 2161 | 2162 | 2163 | 2164 | 2165 | 2166 | 2167 | 2168 | 2169 | 2170 | 2171 | 2172 | 2173 | 2174 | 2175 | 2176 | 2177 | 2178 | 2179 | 2180 | 2181 | 2182 | 2183 | 2184 | 2185 | 2186 | 2187 | 2188 | 2189 | 2190 | 2191 | 2192 | 2193 | 2194 | 2195 | 2196 | 2197 | 2198 | 2199 | 2200 | 2201 | 2202 | 2203 | 2204 | 2205 | 2206 | 2207 | 2208 | 2209 | 2210 | 2211 | 2212 | 2213 | 2214 | 2215 | 2216 | 2217 | 2218 | 2219 | 2220 | 2221 | 2222 | 2223 | 2224 | 2225 | 2226 | 2227 | 2228 | 2229 | 2230 | 2231 | 2232 | 2233 | 2234 | 2235 | 2236 | 2237 | 2238 | 2239 | 2240 | 2241 | 2242 | 2243 | 2244 | 2245 | 2246 | 2247 | 2248 | 2249 | 2250 | 2251 | 2252 | 2253 | 2254 | 2255 | 2256 | 2257 | 2258 | 2259 | 2260 | 2261 | 2262 | 2263 | 2264 | 2265 | 2266 | 2267 | 2268 | 2269 | 2270 | 2271 | 2272 | 2273 | 2274 | 2275 | 2276 | 2277 | 2278 | 2279 | 2280 | 2281 | 2282 | 2283 | 2284 | 2285 | 2286 | 2287 | 2288 | 2289 | 2290 | 2291 | 2292 | 2293 | 2294 | 2295 | 2296 | 2297 | 2298 | 2299 | 2300 | 2301 | 2302 | 2303 | 2304 | 2305 | 2306 | 2307 | 2308 | 2309 | 2310 | 2311 | 2312 | 2313 | 2314 | 2315 | 2316 | 2317 | 2318 | 2319 | 2320 | 2321 | 2322 | 2323 | 2324 | 2325 | 2326 | 2327 | 2328 | 2329 | 2330 | 2331 | 2332 | 2333 | 2334 | 2335 | 2336 | 2337 | 2338 | 2339 | 2340 | 2341 | 2342 | 2343 | 2344 | 2345 | 2346 | 2347 | 2348 | 2349 | 2350 | 2351 | 2352 | 2353 | 2354 | 2355 | 2356 | 2357 | 2358 | 2359 | 2360 | 2361 | 2362 | 2363 | 2364 | 2365 | 2366 | 2367 | 2368 | 2369 | 2370 | 2371 | 2372 | 2373 | 2374 | 2375 | 2376 | 2377 | 2378 | 2379 | 2380 | 2381 | 2382 | 2383 | 2384 | 2385 | 2386 | 2387 | 2388 | 2389 | 2390 | 2391 | 2392 | 2393 | 2394 | 2395 | 2396 | 2397 | 2398 | 2399 | 2400 | 2401 | 2402 | 2403 | 2404 | 2405 | 2406 | 2407 | 2408 | 2409 | 2410 | 2411 | 2412 | 2413 | 2414 | 2415 | 2416 | 2417 | 2418 | 2419 | 2420 | 2421 | 2422 | 2423 | 2424 | 2425 | 2426 | 2427 | 2428 | 2429 | 2430 | 2431 | 2432 | 2433 | 2434 | 2435 | 2436 | 2437 | 2438 | 2439 | 2440 | 2441 | 2442 | 2443 | 2444 | 2445 | 2446 | 2447 | 2448 | 2449 | 2450 | 2451 | 2 |
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Game 1 B A T S Score 0

+

+

+

+

```

1 REM The bats & the bees
2 REM By A.S.BIRD 1984
3 PRINT AT 10,10;"Pleasee Max
t."; GO SUB 7000
5 BORDER 0: PAPER 0: INK 7:
CLS
10 LET a$="AP": LET b$="CD"
20 LET speed=.95: LET a=19: L
ET b=20: LET sc=0
30 LET x1=4: LET x2=4: LET x3
=4: LET y1=15: LET y2=15: LET y
3=15
40 LET p=4: LET q=2: LET r=4
50 PRINT "THE BATS & THE BEE
S By A.S.BIRD."
55 FOR a=6 TO 10: FOR f=18 TO
3 STEP -1: PRINT AT f,a+18-f:
INK a-3: "a": NEXT f: NEXT a
60 PRINT AT 4,1: INK 5: FLASH
1: "AT 3,1: GAME 1
"AT 4,1: "AT 7,1:
B A T S "AT 3,1:
65 PRINT AT 13,22: INK 4: FLA
SH 1: "AT 14,22: GAM
E 2 "AT 15,22: "AT
16,22: B E E S "AT 17,22:
70 PRINT AT 21,4: "PRESS (1)
OR (2)"
80 IF INKEY$="1" THEN GO TO
7000
85 IF INKEY$="2" THEN GO TO
7500
90 BEEP .01,RND*5: GO TO 90
100 IF INKEY$="S" THEN GO SUB
500
110 IF INKEY$="A" THEN GO SUB
600
120 IF INKEY$="7" THEN GO SUB
700
130 IF INKEY$="8" THEN GO SUB
800
150 RETURN
499 REM Max Movements
500 LET b$="CD": LET c$="GH"
510 LET b=b-1
515 IF ATTR (a,b)=attr OR ATTR

```

```

(a+1,b)=attr THEN BEEP .01,40
: LET sc=sc+1
520 IF b<2 THEN LET b=b+1
530 PRINT AT a,b+2: "AT a+1,
b+2: "
540 PRINT AT a,b: INK 1: a$AT
a+1,b: INK 12:c$
550 BEEP .02,10: RETURN
560 LET b$="KL": LET c$="12"
510 LET a=a+1
515 IF ATTR (a+1,b)=attr OR AT
TR (a+1,b+1)=attr THEN BEEP .0
1,40: LET sc=sc+1
620 IF a>19 THEN LET a=a-1
630 PRINT AT a-1,b: "
640 PRINT AT a,b: INK 1: a$AT
a+1,b: INK 12:c$
650 BEEP .02,10: RETURN
700 LET b$="12": LET c$="KL"
710 LET a=a-1
715 IF ATTR (a,b)=attr OR ATTR
(a,b+1)=attr THEN BEEP .01,40
: LET sc=sc+1
720 IF a<3 THEN LET a=a+1
730 PRINT AT a+2,b: "
740 PRINT AT a,b: INK 1: a$AT
a+1,b: INK 12:c$
750 BEEP .02,10: RETURN
800 LET b$="CD": LET c$="EF"
810 LET b=b+1
815 IF ATTR (a,b+1)=attr OR AT
TR (a+1,b+1)=attr THEN BEEP .0
1,40: LET sc=sc+1
820 IF b>28 THEN LET b=b-1
830 PRINT AT a,b-1: "AT a+1,
b-1: "
840 PRINT AT a,b: INK 1: a$AT
a+1,b: INK 12:c$
850 BEEP .02,10: RETURN
999 REM Game 1 BATS
1000 BORDER 0: PAPER 0: CLS
1005 PRINT AT 0,0: INK 4: "Game
1 B A T S Score:1AT 19
,0: PAPER 1: "AT 20,0: "
1010 LET x1=5: LET x2=4: LET at
tr=a: LET b=0
1020 PAPER 8: INK 0: PRINT AT x
1,y1: "AT x2,y2: "AT x3,y3:
"
1030 IF RND>speed THEN GO SUB
5000
1040 LET speed=speed-.0012
1050 IF RND>.95 THEN GO SUB 12
00
1060 LET x2=x1+INT (RND*3)-INT
(RND*3): LET y2=y1+INT (RND*3)-
INT (RND*3)
1070 LET x3=x1+INT (RND*3)-INT
(RND*3): LET y3=y1+INT (RND*3)-
INT (RND*3)

```

PROGRAM

```

1000 IF ATTR (x1,y1)=5 OR ATTR
(x2,y2)=5 OR ATTR (x3,y3)=5 THE
N LET b:=1
1010 PRINT AT x1,y1: INK INT (R
ND*3)+1;"0";AT x2,y2: INK INT (
RND*3)+1;"0";AT x3,y3: INK INT
(RND*3)+1;"0"
1100 IF b:=1 THEN BEEP .5,50
: GO TO 1400
1110 IF INKEY="" THEN LET b=
"00": GO TO 1130
1120 GO SUB 100
1130 PRINT AT a,b: INK 11;a;b;AT
a+1,b: INK 12;b
1140 IF sc>=20 THEN GO SUB 130
0
1150 PRINT AT 0,30: INK 4;sc: 0
0 TO 1020
1199 REM Print keys & crosses
1200 LET a=INT (RND*15)+3: LET
n=INT (RND*20)+5
1210 IF RND>.5 THEN GO TO 1230
1220 PRINT AT a,n: INK 4;"X": R
ETURN
1230 PRINT AT a,n: INK 4;"N": R
ETURN
1299 REM Exit
1300 PRINT AT 19,0: PAPER 1: IN
K 2: FLAG 1: " "AT 20,0: " "
1310 IF a=19 AND b=2 THEN FOR
f=1 TO 40: NEXT f: PRINT AT 19,
2: INK 11;"B "AT 20,2: INK 12:
"X ": BEEP .02,10: FOR f=1 TO 4
0: NEXT f: PRINT AT 19,2: " "AT
20,2: " " FOR f=1 TO 100: NEXT
f: GO TO 1500
1320 RETURN
1399 REM Lost
1400 PAPER 1: FOR f=21 TO 0 STE
P -1: PRINT AT f,0: " " BEEP .0
1,f: NEXT f
1410 BORDER 1: PAPER 1: INK 7:
CLS : PRINT " You managed to
collect "sc;"Keys and cross
s before you were""bottom on
the neck by a .....""
A M P I R E B A T "
1420 GO SUB 8000: GO TO 5
1499 REM Mon
1500 PAPER 6: FOR f=21 TO 0 STE
P -1: PRINT AT f,0: " " BEEP .0
1,f: NEXT f
1510 BORDER 1: PAPER 6: INK 0:
CLS
1520 PRINT " W E L L 0
O N E !""You have managed to
escape from""the bats of eva

```

Game 2 B E E S Score 0



```

1 Count Gracula."
1530 GO SUB 8000: GO TO 5
1599 REM Game 2 B E E S
2000 BORDER 4: PAPER 4: CLS
2005 PRINT AT 0,0: INK 0:"Game
2 B E E S Score":AT 19,
0: PAPER 5: " "AT 20,0: " "
2010 LET i1=1: LET i2=7: LET at
t:=38: LET string=""
2020 PAPER 8: INK 4: PRINT AT x
1,y1: " "AT x2,y2: " "AT x3,y3:
" "
2030 IF RND>speed THEN GO SUB
5000
2040 LET speed=speed+.0012
2050 IF RND>.95 THEN GO SUB 22
00
2060 LET x2=x1+INT (RND*3)-INT
(RND*3): LET y2=y1+INT (RND*3)-
INT (RND*3)
2070 LET x3=x1+INT (RND*3)-INT
(RND*3): LET y3=y1+INT (RND*3)-
INT (RND*3)
2080 IF ATTR (x1,y1)=33 OR ATTR
(x2,y2)=33 OR ATTR (x3,y3)=33
THEN LET string=""
2090 PRINT AT x1,y1: INK 2:"R":
AT x2,y2:"R":AT x3,y3:"R"
2100 IF string THEN .5,-50: GO
TO 2400
2110 IF INKEY="" THEN LET b=
"00": GO TO 2130
2120 GO SUB 100
2130 PRINT AT a,b: INK 11;a;b;AT
a+1,b: INK 12;b
2140 IF sc>=20 THEN GO SUB 230
0
2150 PRINT AT 0,30: INK 0;sc: 0
0 TO 2020
2199 REM Print flowers
2200 LET a=INT (RND*15)+3: LET
n=INT (RND*20)+5
2210 IF RND>.5 THEN GO TO 2230
2220 PRINT AT a,n: INK 4;"O": R
ETURN
2230 PRINT AT a,n: INK 4;"P": R
ETURN

```

```

2299 REM Exit
2300 PRINT AT 19,0; PAPER 3; IN
K 3; FLASH 1; "AT 20,0"
2310 IF a=19 AND b=2 THEN FOR
f=1 TO 40: NEXT f: PRINT AT 19,
2; INK 1; "AT 20,2; INK 1;
"H "; BEEP .02,10; FOR f=1 TO 4
0: NEXT f: PRINT AT 19,2; "AT
20,2; " FOR f=1 TO 100: NEXT
f: GO TO 2300
2320 RETURN
2399 REM Last
2400 PAPER 5; FOR f=21 TO 0 STE
P -1; PRINT AT f,0;
      " BEEP .0
1,f; NEXT f
2410 BORDER 5; PAPER 5; INK 0;
CLS: PRINT " You managed to
collect "get;"flowers before
you were stung by""the .....
0 E E 0"
2420 GO SUB 8000; GO TO 5
2499 REM Mon
2500 PAPER 4; FOR f=21 TO 0 STE
P -1; PRINT AT f,0;
      " BEEP .0
1,f; NEXT f
2510 BORDER 4; PAPER 4; INK 0;
CLS
2520 PRINT " W E L L 0
0 N E ""You have managed to
pick a bunch""of flowers wit
hout being stung.""You can no
w visit your friend in""hospi
tal."
2530 GO SUB 8500; GO TO 5
4999 REM Bat & Bee movements
5000 IF a<x1 THEN LET x1=x1+1
5010 IF a<y1 THEN LET x1=x1-1
5020 IF b>y1 THEN LET y1=y1+1
5030 IF b<y1 THEN LET y1=y1-1
5040 RETURN
4999 REM Instructions
7000 BORDER 1; PAPER 1; INK 7;
CLS
7010 PRINT ; PAPER 0; " BATS "
7020 PRINT AT 1,9;"is a game in
which you""are trapped in th
e courtyard of""Dracula's cas
tle. Your task is""to collect
20 Magical keys and""crusifi
xes, before you can get"
7030 PRINT "out through the do
or"at the""bottom left of you
r screen."" It all sounds ve
ry easy, but""with three vesp
ire bats after""you escape is
almost impossible."
7040 PRINT AT 21,0; PAPER 4; IN

```

```

K 0;" Use keys 5, 6, 7 & 8 to
move "
7050 GO SUB 8000; GO TO 1000
7500 BORDER 5; PAPER 5; INK 0;
CLS
7510 PRINT ; PAPER 0; INK 7;" B
EES "
7520 PRINT AT 1,9;"Before you g
o to the""hospital to visit y
our sick""friend you decide t
o pick a few""flowers to take
. About 20 should""make a nic
e bunch you think."" However
the bees living in the"
7530 PRINT "garden do not take
kindly to you""stealing thei
r property and try""very hard
to stop you leaving."
7540 PRINT AT 21,0; PAPER 3; IN
K 7;" Use keys 5, 6, 7 & 8 to
move "
7550 GO SUB 8500; GO TO 2000
7999 REM Music
8000 FOR f=1 TO 100: NEXT f
8010 RESTORE 8100
8020 FOR s=1 TO 42: READ i,j
8030 FOR n=1 TO 1: BEEP .03,j
8040 PAUSE i: NEXT n: PAUSE i
8050 IF INKEY<>"" THEN RETURN
8060 NEXT s
8070 PRINT AT 21,0; PAPER 5; IN
K 0;" Press any key
"
8090 GO TO 8010
8100 DATA r,12,r,19,q,7,q,9,q,1
1,r,12,r,19,q,7,q,9,q,11
8110 DATA p,12,q,15,p,12,q,15,q
,14,q,12,q,11
8120 DATA p,12,q,15,p,12,q,15,q
,14,q,12,q,11
8130 DATA q,12,q,15,q,14,q,12,q
,15,q,14
8140 DATA q,14,q,17,q,15,p,14,q
,19,p,12,q,15
8150 DATA q,14,q,17,q,15,q,14,q
,17,q,15
8160 DATA p,14,q,19,p,12,q,15,q
,14,q,15,q,17,q,19,q,19,q,19
8170 DATA q,17,q,15,q,14,q,14,q
,14,q,14,q,12,q,10
8200 FOR c=1 TO 50: NEXT f
8210 RESTORE 8600
8220 FOR s=1 TO 52: READ i,j
8230 FOR n=1 TO 2: BEEP 1/80,j
BEEP 1/200,j-1: NEXT n
8240 PAUSE 1
8250 IF INKEY<>"" THEN RETURN
8260 IF s=16 OR s=19 OR s=35 OR

```



```

  z=38 OR z=45 OR z=52 OR z=61 0
  R z=79 THEN FOR i=1 TO 10: NE
  XT #

```

```

  8570 NEXT z

```

```

  8580 PRINT AT 21,0: PAPER 2: IN
  K 7: "      Press any key

```

```

  8590 GO TO 8550

```

```

  8600 DATA p,24,q,24,q,23,p,21,p
  ,21,q,19,q,21,q,19,q,17,p,16,q,
  16,q,17

```

```

  8610 DATA p,19,p,12,p,14,p,17,q
  ,16,q,14,p,12

```

```

  8620 DATA p,24,q,24,q,23,p,21,p
  ,21,q,19,q,21,q,19,q,17,p,16,q,
  16,q,17

```

```

  8630 DATA p,19,p,12,p,14,p,17,q
  ,16,q,14,p,12

```

```

  8640 DATA q,24,q,24,q,24,q,21,q
  ,23,q,21,q,19,q,24,q,24,q,24,q,
  21,q,23,q,21,q,17

```

```

  8650 DATA p,24,q,24,q,23,p,21,p
  ,24,p,21,q,23,q,21,q,1,q,21,q,2
  3

```

```

  8660 DATA p,24,q,24,q,23,p,21,p
  ,21,q,19,q,21,q,19,q,17,p,16,q,
  16,q,17

```

```

  8670 DATA p,19,p,12,p,14,p,17,q
  ,16,q,14,p,12

```

```

  8699 REM Graphics

```

```

  9000 RESTORE #910: FOR g=65548
  TO 65511: READ h: POKE g,h: NEX
  T g: RETURN

```

```

  9010 DATA 3,3,3,1,15,23,23,23,1
  28,128,128,0,324,208,208,208

```

```

  9020 DATA 23,7,6,6,6,6,2,6,208,
  192,192,192,192,192,128,192

```

```

  9030 DATA 23,7,6,6,14,40,32,0,2
  08,192,224,96,40,48,16,24

```

```

  9040 DATA 23,7,14,12,24,24,16,4
  8,208,192,192,192,224,128,8,0

```

```

  9050 DATA 23,7,6,2,6,0,0,0,208,
  192,192,192,192,192,128,192

```

```

  9060 DATA 23,7,6,6,6,6,2,6,208,
  192,192,128,192,0,0,0

```

```

  9070 DATA 24,24,126,126,24,24,2
  4,24,0,64,160,191,229,68,0,0

```

```

  9080 DATA 84,56,108,56,94,16,16
  ,16,6,15,15,162,20,9,22,32

```

```

  9090 DATA 36,153,153,219,255,25
  5,255,165,0,66,24,90,24,24,0,0

```



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